PUZZLE GOLEM

A massive humanoid figure carved in stone stands before you. Its body is chiselled from rock and etched with countless runes, meticulously placed to grant the creature life. Running all across its body are fault lines and grooves that, while tightly pressed together, seem to suggest the stone man is composed of countless smaller pieces.

Stone Servitors. Much like the stone golem, the puzzle golem is a construct built by an accomplished spellcaster and used by its creator as a tool. Golems are commonly used as guardians of important locations, as well as bodyguards. In the case of the puzzle golem, they are often created to fulfil these more common roles as well as for the purpose of assisting their creator with daily tasks. Since a single puzzle

golem can deconstruct itself into many smaller autonomous pieces, these smaller pieces can be used to complete many mundane tasks at once.

Varying Degrees. Puzzle golems are particularly difficult and costly to create, making a complete specimen quite rare. Most spellcasters are happy to settle with a large puzzle golem as they tend to be more than sufficient for most tasks. Those that seek to craft a complete puzzle golem often do so by gradually building up inventory of smaller golems until they have collected enough of them to combine the constructs into their largest and most deadly form. As such, a puzzle golem encountered in a dungeon, no matter how small, should be treated as a terrible threat. Where even a tiny puzzle golem is found, there is likely to be more pieces with the potential to combine into something truly terrifying.

Tactical Insight. Whether or not a puzzle golem splits into separate components during a battle always depends on the situation. If the golem is facing a powerful, singular threat, it is likely going to remain fully intact as to best pulverise its most dangerous enemy. If the golem is facing off against a few competent enemies it is likely to split into at least two pieces to fight on multiple fronts. Against a swarm of enemies, the golem, not wanting to be overwhelmed, will split into many small components to destroy its enemies by matching their numbers.

Complete Puzzle Golem

Gargantuan Construct, Unaligned

Armour Class - 17 (natural armor)
Hit Points - 672 (64d10 + 320)
Speed - 25 ft.

STR 30 (+10)
DEX 9 (-1)
CON 20 (+5)
INT 3 (-4)
WIS 11 (+0)
CHA 1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can’t speak
Challenge 24 (62,000 XP)

Proficiency Bonus +7

Traits

Immutable Form.
The golem is immune to any spell or effect that would alter its form.

Magic Resistance.
The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons.
The golem's weapon attacks are magical.

Reconstruction.
The golem can rebuild pieces of itself that have been destroyed in combat as long as at least one piece of it remains. For every 12 hours the creature spends reconstructing itself, it is able to create one tiny puzzle golem. The newly created golems have all their hit points. The golem can not create a number of puzzle golems greater than the amount required to restore itself to the size it was when it was created. In order to create any new golems the puzzle golem must have access to a sufficient amount of stone.

Regeneration.
As long as the golem has at least 1 hit point, it regains 3d4 hit points at the start of each of its turns.

Actions

Multiattack.
The golem makes two slam attacks

Slam.
Melee Weapon Attack: +17 to hit, reach 10 ft., one creature.
Hit: 46 (8d8 + 10) bludgeoning damage.

Hurl.
Ranged Weapon Attack: +14 to hit, reach 60/120 ft., one creature.
Hit: 88 (12d12 + 10) bludgeoning damage and the golem takes 84 (8d10 + 40) force damage whether the attack hits or misses. The golem tears a medium puzzle golem off of itself and throws it. That piece appears in a space within 5 feet of the target and has hit points equal to the amount of damage the golem dealt to itself with this action. The new medium puzzle golem rolls its own initiative.

Rejoin.
The golem combines with another huge puzzle golem that is standing within 5 feet of it. Both golems merge into one complete puzzle golem. The newly created puzzle golem rolls a new initiative and has hit points equal to the total amount of the two huge golems that were combined to create it. Any negative status effects imposed by spells or other sources are not passed on to the newly created puzzle golem.

Split.
The golem splits into two large puzzle golems. The two new golems each have half the amount of hit points the huge puzzle golem had rounded down. They both roll their own

initiative and appear in the space previously occupied by the huge puzzle golem. They may also both use split as a bonus action at the start of their first turn in initiative.

Huge Puzzle Golem

Huge Construct, Unaligned

Armour Class - 17 (natural armor)
Hit Points - 336 (32d10 + 160)
Speed - 25 ft.

STR 27 (+8)
DEX 9 (-1)
CON 20 (+5)
INT 3 (-4)
WIS 11 (+0)
CHA 1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 17 (18,000 XP)

Proficiency Bonus +6

Traits

Immutable Form.
The golem is immune to any spell or effect that would alter its form.

Magic Resistance.
The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons.
The golem's weapon attacks are magical.

Reconstruction.
The golem can rebuild pieces of itself that have been destroyed in combat as long as at least one piece of it remains. For every 12 hours the creature spends reconstructing itself, it is able to create one tiny puzzle golem. The newly created golems have all their hit points. The

golem can not create a number of puzzle golems greater than the amount required to restore itself to the size it was when it was created. In order to create any new golems the puzzle golem must have access to a sufficient amount of stone.

Regeneration.
As long as the golem has at least 1 hit point, it regains 4d4 hit points at the start of each of its turns.

Actions

Multiattack.
The golem makes two slam attacks

Slam.
Melee Weapon Attack: +14 to hit, reach 10 ft., one creature.
Hit: 30 (5d8 + 8) bludgeoning damage.

Hurl.
Ranged Weapon Attack: +14 to hit, reach 60/120 ft., one creature.
Hit: 60 (8d12 + 8) bludgeoning damage and the golem takes 168 (16d10 + 80) force damage whether the attack hits or misses. The golem tears a large puzzle golem off of itself and throws it. That piece appears in a space within 5 feet of the target and has hit points equal to the amount of damage the golem dealt to itself with this action. The new large puzzle golem rolls its own initiative.

Split.
The golem splits into two huge puzzle golems. The two new golems each have half the amount of hit points the complete puzzle golem had rounded down. They both roll their own initiative and appear in the space previously occupied by the huge complete golem. They may also both use split as a bonus action at the start of their first turn in initiative.

Large Puzzle Golem

Large Construct, Unaligned

Armour Class - 17 (natural armor)
Hit Points - 168 (16d10 + 80)
Speed - 25 ft.

STR 24 (+7)
DEX 9 (-1)
CON 20 (+5)

INT 3 (-4)
WIS 11 (+0)
CHA 1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 11 (7,200 XP)

Proficiency Bonus +4

Traits

Immutable Form.
The golem is immune to any spell or effect that would alter its form.

Magic Resistance.
The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons.
The golem's weapon attacks are magical.

Reconstruction.
The golem can rebuild pieces of itself that have been destroyed in combat as long as at least one piece of it remains. For every 12 hours the creature spends reconstructing itself, it is able to create one tiny puzzle golem. The newly created golems have all their hit points. The golem can not create a number of puzzle golems greater than the amount required to restore itself to the size it was when it was created. In order to create any new golems the puzzle golem must have access to a sufficient amount of stone.

Regeneration.
As long as the golem has at least 1 hit point, it regains 2d4 hit points at the start of each of its turns.

Actions

Multiattack.
The golem makes two slam attacks

Slam.
Melee Weapon Attack: +11 to hit, reach 5 ft., one creature.
Hit: 25 (4d8 + 7) bludgeoning damage.

Hurl.
Ranged Weapon Attack: +11 to hit, reach 60/120 ft., one creature.
Hit: 46 (6d12 + 7) bludgeoning damage and the golem takes 42 (4d10 + 20) force damage whether the attack hits or misses. The golem tears a small puzzle golem off of itself and throws it. That piece appears in a space within 5 feet of the target and has hit points equal to

the amount of damage the golem dealt to itself with this action. The new small puzzle golem rolls its own initiative.

Rejoin.
The golem combines with another large puzzle golem that is standing within 5 feet of it. Both golems merge into one huge puzzle golem. The newly created puzzle golem rolls a new initiative and has hit points equal to the total amount of the two large golems that were combined to create it. Any negative status effects imposed by spells or other sources are not passed on to the newly created puzzle golem.

Split.
The golem splits into two medium puzzle golems. The two new golems each have half the amount of hit points the large puzzle golem had rounded down. They both roll their own initiative and appear in the space previously occupied by the large puzzle golem. They may also both use split as a bonus action at the start of their first turn in initiative.

Medium Puzzle Golem

Medium Construct, Unaligned

Armour Class - 17 (natural armor)
Hit Points - 84 (8d10 + 40)
Speed - 25 ft.

STR 20 (+5)
DEX 9 (-1)
CON 20 (+5)
INT 3 (-4)
WIS 11 (+0)
CHA 1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can’t speak
Challenge 5 (1,800 XP)

Proficiency Bonus +3

Traits

Immutable Form.
The golem is immune to any spell or effect that would alter its form.

Magic Resistance.
The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons.
The golem's weapon attacks are magical.

Reconstruction.
The golem can rebuild pieces of itself that have been destroyed in combat as long as at least one piece of it remains. For every 12 hours the creature spends reconstructing itself, it is able to create one tiny puzzle golem. The newly created golems have all their hit points. The golem can not create a number of puzzle golems greater than the amount required to restore itself to the size it was when it was created. In order to create any new golems the puzzle golem must have access to a sufficient amount of stone.

Regeneration.
As long as the golem has at least 1 hit point, it regains 1d4 hit points at the start of each of its turns.

Actions

Multiattack.
The golem makes two slam attacks

Slam.
Melee Weapon Attack: +8 to hit, reach 5 ft., one creature.
Hit: 14 (2d8 + 5) bludgeoning damage.

Hurl.
Ranged Weapon Attack: +8 to hit, reach 60/120 ft., one creature.
Hit: 24 (3d12 + 5) bludgeoning damage and the golem takes 21 (2d10 + 10) force damage whether the attack hits or misses. The golem tears a tiny puzzle golem off of itself and throws it. That piece appears in a space within 5 feet of the target and has hit points equal to the amount of damage the golem dealt to itself with this action. The new tiny puzzle golem rolls its own initiative.

Rejoin.
The golem combines with another medium puzzle golem that is standing within 5 feet of it. Both golems merge into one large puzzle golem. The newly created puzzle golem rolls a new initiative and has hit points equal to the total amount of the two medium golems that were combined to create it. Any negative status effects imposed by spells or other sources are not passed on to the newly created puzzle golem.

Split.
The golem splits into two small puzzle golems. The two new golems each have half the amount of hit points the medium puzzle golem had. They both roll their own initiative and

appear in the space previously occupied by the medium puzzle golem. They may also both use split as a bonus action at the start of their first turn in initiative.

Small Puzzle Golem

Small Construct, Unaligned

Armour Class - 17 (natural armor)
Hit Points - 42 (4d10 + 20)
Speed - 25 ft.

STR 18 (+4)
DEX 9 (-1)
CON 20 (+5)
INT 3 (-4)
WIS 11 (+0)
CHA 1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 3 (700 XP)

Proficiency Bonus +2

Traits

Immutable Form.
The golem is immune to any spell or effect that would alter its form.

Magic Resistance.
The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons.
The golem's weapon attacks are magical.

Reconstruction.
The golem can rebuild pieces of itself that have been destroyed in combat as long as at least one piece of it remains. For every 12 hours the creature spends reconstructing itself, it is able to create one tiny puzzle golem. The newly created golems have all their hit points. The

golem can not create a number of puzzle golems greater than the amount required to restore itself to the size it was when it was created. In order to create any new golems the puzzle golem must have access to a sufficient amount of stone.

Actions

Multiattack.
The golem makes two slam attacks

Slam.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 8 (1d8 + 4) bludgeoning damage.

Rejoin.
The golem combines with another small puzzle golem that is standing within 5 feet of it. Both golems merge into one medium puzzle golem. The newly created puzzle golem rolls a new initiative and has hit points equal to the total amount of the two small golems that were combined to create it. Any negative status effects imposed by spells or other sources are not passed on to the newly created puzzle golem.

Split.
The golem splits into two tiny puzzle golems. The two new golems each have half the amount of hit points the small puzzle golem had. They both roll their own initiative and appear in the space previously occupied by the small puzzle golem.

Tiny Puzzle Golem

Tiny Construct, Unaligned

Armour Class - 17 (natural armor)
Hit Points - 21 (2d10 + 10)
Speed - 25 ft.

STR 14 (+2)
DEX 9 (-1)
CON 20 (+5)
INT 3 (-4)
WIS 11 (+0)
CHA 1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 1 (200 XP)

Proficiency Bonus +2

Traits

Immutable Form.
The golem is immune to any spell or effect that would alter its form.

Magic Resistance.
The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons.
The golem's weapon attacks are magical.

Reconstruction.
The golem can rebuild pieces of itself that have been destroyed in combat as long as at least one piece of it remains. For every 12 hours the creature spends reconstructing itself, it is able to create one tiny puzzle golem. The newly created golems have all their hit points. The golem can not create a number of puzzle golems greater than the amount required to restore itself to the size it was when it was created. In order to create any new golems the puzzle golem must have access to a sufficient amount of stone.

Actions

Multiattack.
The golem makes two slam attacks

Slam.
Melee Weapon Attack: +4 to hit, reach 5 ft., one creature.
Hit: 6 (1d8 + 2) bludgeoning damage.

Rejoin.
The golem combines with another tiny puzzle golem that is standing within 5 feet of it. Both golems merge into one small puzzle golem. The newly created puzzle golem rolls a new initiative and has hit points equal to the total amount of the two tiny golems that were combined to create it. Any negative status effects imposed by spells or other sources are not passed on to the newly created puzzle golem.